Tourist Trophy™

THE REAL RIDING SIMULATOR

POLYPHONY® DIGITAL

SONY COMPUTER ENTERTAINMENT®

Precautions

• This disc contains software for the PlayStation®2 computer entertainment system. Never use this disc on any other system, as it could damage it. • This disc conforms to PlayStation®2 specifications for the PAL market only. It cannot be used on other specification versions of PlayStation®2. • Read the PlayStation®2 Instruction Manual carefully to ensure correct usage. • When inserting this disc in the PlayStation®2 always place it with the required playback side facing down. • When handling the disc, do not touch the surface. Hold it by the edge. • Keep the disc clean and free of scratches. Should the surface become dirty, wipe it gently with a soft dry cloth. • Do not leave the disc near heat sources or in direct sunlight or excessive moisture. • Do not use an irregularly shaped disc, a cracked or warped disc, or one that has been repaired with adhesives, as it could lead to malfunction.

Health Warning

For your health, be sure to take a break of about 15 minutes during every hour of play. Avoid playing when tired or suffering from lack of sleep. Always play in a well-lit room, sitting as far from the screen as the cord will allow. Some people experience epileptic seizures when viewing flashing lights or patterns in our daily environment. These people may experience seizures while watching TV pictures or playing video games. Even players who have never had any seizures may nonetheless have an undetected epileptic condition. Consult your doctor before playing video games if you have an epileptic condition or immediately should you experience any of the following symptoms during play: dizziness, altered vision, muscle twitching, other involuntary movements, loss of awareness of your surroundings, mental confusion, and / or convulsions.

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See back page of this manual for Customer Service Nos. and POWERLINE Nos.

SCES-53372

1 - 2 Players • Memory Card (8MB) (for PlayStation®2) : 1476KB minimum • Analog Control Compatible: all buttons • Vibration Function Compatible

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Tourist Trophy™

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ENGLISH

SETTING UP

Set up your PlayStation®2 computer entertainment system according to the instructions in its instruction manual. Check that the I/⏻ indicator on the front of the console is lit up red. Press the I/⏻/RESET button and the I/⏻ indicator will light up green.

Press the ⏏ button on the front of the console to open the disc cover and place the **Tourist Trophy™ - the Real Riding Simulator** disc in the disc holder with the label side facing upwards. Press lightly until the disc clicks into place. Close the disc cover by pressing firmly until you hear a click. **Tourist Trophy™ - the Real Riding Simulator** will then commence loading. Do not insert or remove accessories once the power is turned on.

The information in this manual was correct at the time of going to print, but some minor changes may have been made late in the product's development. All screenshots for this manual have been taken from the English version of this product.

Owners of SCPH-30000 and SCPH-50000 series PlayStation®2 consoles should refer to the setup instructions supplied with the console.

MEMORY CARD (8MB) (FOR PLAYSTATION®2)

PLEASE NOTE: throughout this manual, the term "Memory Card" is used to describe the Memory Card (8MB) (for PlayStation®2) - (product code SCPH-10020 E). Memory Cards (product code SCPH-1020 E) designed for use with PlayStation® (PS one®) format software are not compatible with **Tourist Trophy™ - the Real Riding Simulator**.

To save settings and progress, insert a Memory Card into MEMORY CARD slot 1 or MEMORY CARD slot 2 of the console. Saved game data can be loaded from the same Memory Card or any Memory Card containing previously saved **Tourist Trophy™ - the Real Riding Simulator** data.

Ensure there is enough free space on your Memory Card before commencing play. **Tourist Trophy™ - the Real Riding Simulator** will auto load data upon start-up. It is advised that you do not insert or remove Memory Cards after start-up, as doing so may cause data to be overwritten or lost.

NOTE: a Memory Card with enough free space is required to play Tourist Trophy Mode.

DIRECTIONAL BUTTONS – MOVEMENT

In this manual, ⬆, ⬇, ⬅, ➡ etc. are used to denote the direction of the directional buttons and the left analog stick unless stated otherwise. The Analog Controller (DUALSHOCK®2) will default to analog mode (indicator: red) upon start-up.

NOTE: **Tourist Trophy™ - the Real Riding Simulator** only supports the use of the Analog Controller (DUALSHOCK®2).

DEFAULT CONTROLS

Some of the following controls are analog-sensitive, meaning the degree of steering, acceleration and braking is affected by the strength of the button push.

L1 button	downshift (MT*)
L2 button	crouch
R1 button	upshift (MT*)
R2 button	rear brakes (**)
left analog stick	steer
right analog stick	accelerate/brake
⊗ button	accelerate
■ button	brake (**)
△ button	reverse
○ button	rear view
SELECT button	change viewpoint
START button	pause

* MT stands for Manual Transmission

** Braking is controlled differently in each control mode, as described below:

Normal Mode

■ button	operate front and rear brakes with optimum balance
R2 button	operate rear brakes individually
■ button (hold) then R2 button (tap)	give priority to rear brakes

Professional Mode

■ button	front brakes
R2 button	rear brakes

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THE RACE SCREEN

1. Elapsed time
2. Present lap number/total number of laps
3. Course map
4. Best lap time
5. Previous lap time
6. Air resistance indicator
7. Recommended gear – present gear
8. Tachometer
9. Speedometer
10. Total mileage
11. Current race position (red dot)
12. Opposition (blue dot)

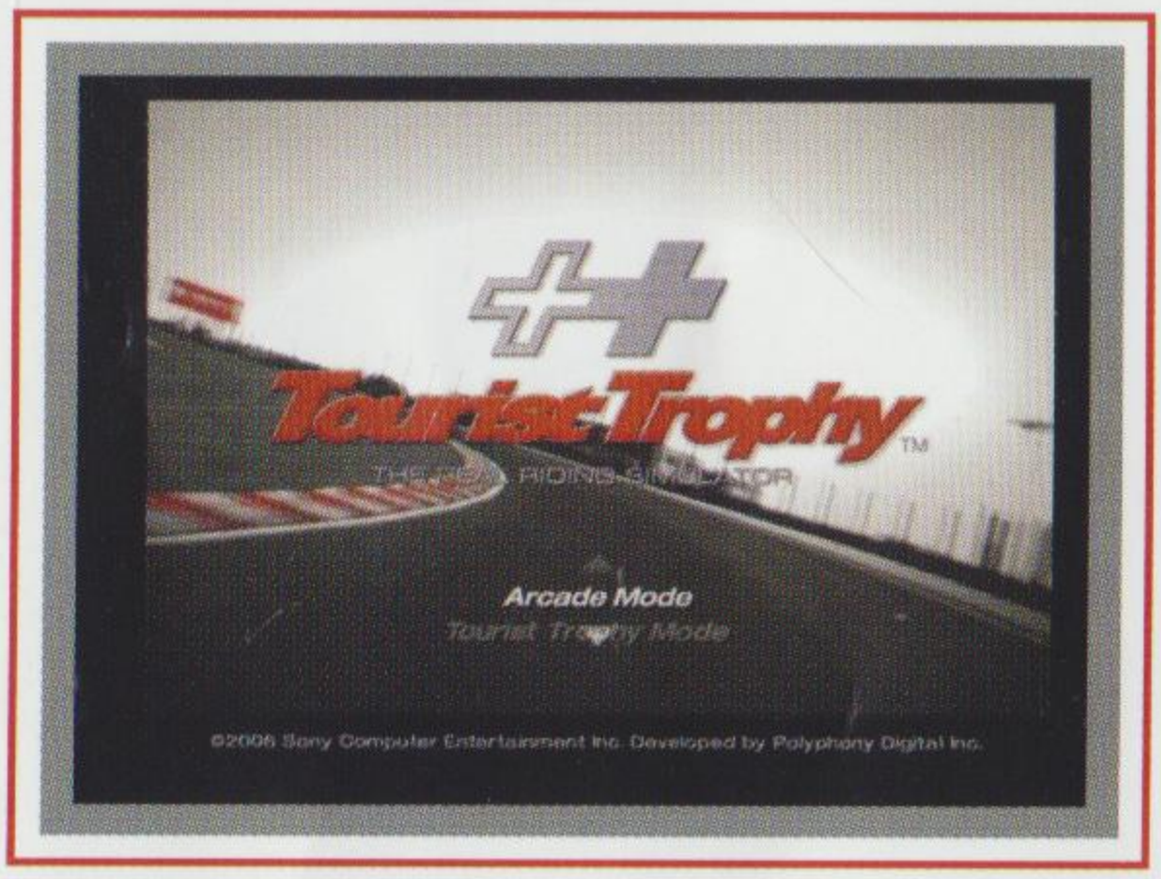
GETTING STARTED

Upon start-up the Language Select screen will be displayed. Choose from English, French, German, Italian or Spanish and press the ⊗ button to confirm. Use the virtual keyboard to enter your name and select "OK" to confirm. Press ↑ or ↓ to adjust the height of the rider and press the ⊗ button to confirm. A short cinematic sequence will then be displayed. Press the ⊗ button or the START button to access the Main Menu.

To play Tourist Trophy Mode, a save file must first be created and saved to Memory Card before commencing play. The Memory Card must be inserted into MEMORY CARD slot 1 of the console.

MAIN MENU

Press ↑ or ↓ to highlight one of the following options and press the ⊗ button to confirm:



Arcade Mode

Tourist Trophy Mode

Replay Theatre

Music Theatre

Options

Save

Credits

ARCADE MODE

Select Arcade Mode for one or two players to enjoy a quick and easy race. Motorbikes acquired in Tourist Trophy Mode can also be used in Arcade Mode.

ARCADE MODE MENU

1-ON-1

A single-player mode for one-on-one racing using normal bikes.

RACE

A single-player mode where four bikes compete in gruelling races.

TIME TRIAL

A single-player mode that allows you to challenge the fastest lap time for a specific course, with a bike of your choosing. There is no limit to the number of attempted laps. At the end of a time trial, press the START button and select "Exit" from the Pause Menu.

NOTE: ghost riders can be shown during a Time Trial. To display ghost riders, select the desired best lap replay by choosing Best Lap Load from the Race Menu.

2-PLAYER BATTLE

A split-screen mode for two players.

NOTE: when the Aspect Ratio setting in the Screen options is set to 4:3, the racing screen will be split horizontally, and when it is set to 16:9, the screen will be split vertically.

ARCADE MODE SETUP

1. Select a course

Move the cursor onto a circuit to display the course map and its total length.

2. Select a motorcycle

Motorcycles can be sorted by manufacturer or by engine displacement.

3. Select a rider

Select the rider you wish to use from a list of different equipment combinations. There are no differences in the ability of the riders. After confirming your rider, configure the following Riding Options:

Transmission	Select MT (Manual Transmission) or AT (Automatic Transmission)
Tyres	Choose Street (ST) or Performance (PR)
Riding Form	Select Neutral, Lean Out or Motard (an off-road style)

4. Proceed to the Race Menu

NOTE: the Race Menu is accessed before commencing an event in each of the different race modes. Items on the Race Menu will vary depending on the mode selected and current circumstances.

Start	Start the race
Replay	Play back the last race
Best Shot Photo	Take the best shot of the last race
Save Replay	Save the last race to Memory Card
Best Lap Save	Save the best lap of the last race
Quick-Tune	Make quick adjustments (Arcade Mode)
Settings	Change settings (Tourist Trophy Mode)
Best lap load	Load best lap replay and use as ghost rider
Ranking	Check results and records
Options	Change various game settings
Exit	Exit the Race Menu

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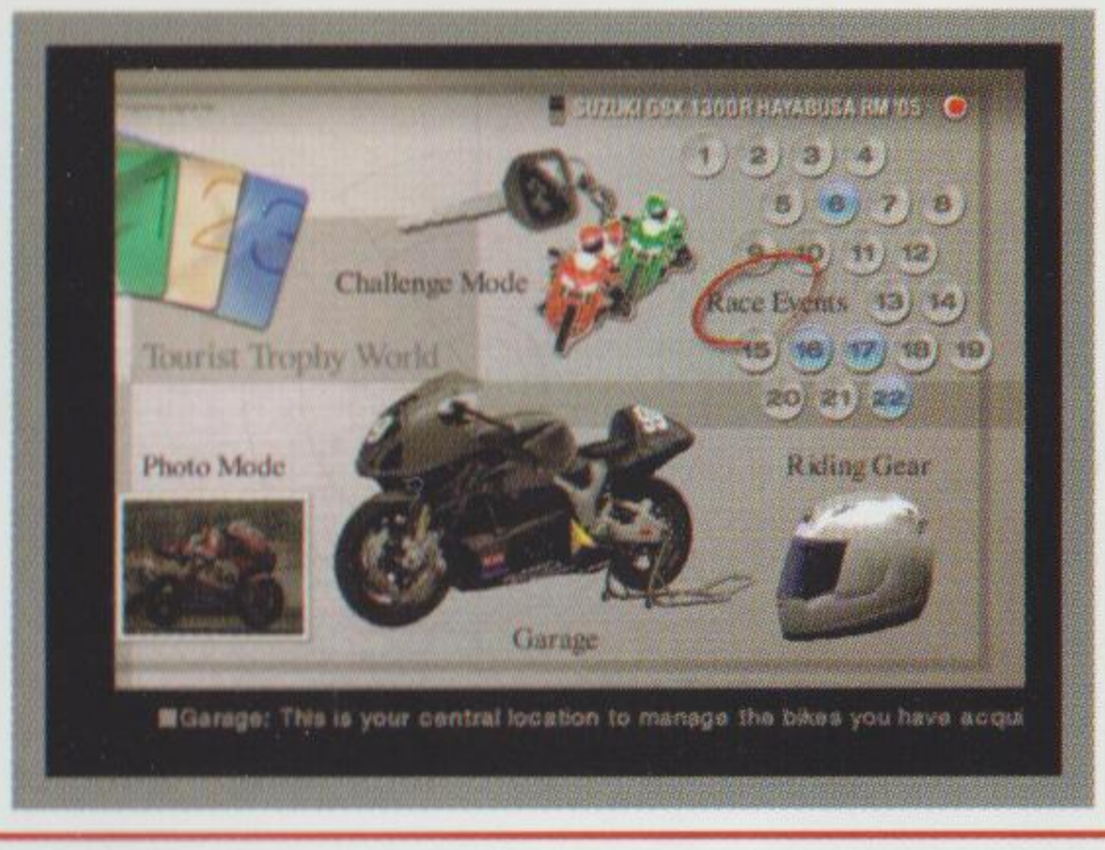
TOURIST TROPHY MODE

Tourist Trophy Mode offers the opportunity to put your racing talent to the ultimate test; honing your skills and taking on the toughest opponents and tracks in the world.

NOTE: a Memory Card is required to play Tourist Trophy Mode.

TOURIST TROPHY MODE MENU



LICENCE SCHOOL

The perfect way to begin Tourist Trophy Mode is to master the skills required to race motorcycles competitively. Skills can be learned and the relevant riding licences acquired at the Licence School.

CHALLENGE MODE

Select a motorcycle, choose its livery and acquire different bikes by completing various challenges.

TIME TRIAL

Select any track and attempt to put down the fastest time, racing solo or against other bikes.

PHOTO MODE

Take photographs of your best race moments and manage your photograph collection.

GARAGE

Manage and customise your bikes, and check on your overall progress.

RIDING GEAR

View and equip items from a variety of riding apparel.

RACE EVENTS

Participate in racing events using the bikes in your garage. Prizes are awarded appropriately depending upon the results.

PLAYING TOURIST TROPHY MODE

1. Obtaining a licence

Obtain a licence by going to the Licence School and mastering riding skills. There are four types of licence: Novice, Junior, Expert and Super. Higher ranking licences allow you to ride more bikes in Challenge Mode.

2. Acquiring a motorbike

Select the motorbike you wish to acquire in Challenge Mode and try out the challenge. Bikes can also be earned as prizes in the race events.

3. Acquiring riding gear

Certain conditions must first be met to obtain new riding gear, for example, obtaining a licence or winning races.

4. Try your hand at race events

Select "Race Events" to enter competitions using motorbikes already in your possession and win new bikes or gear as prizes.

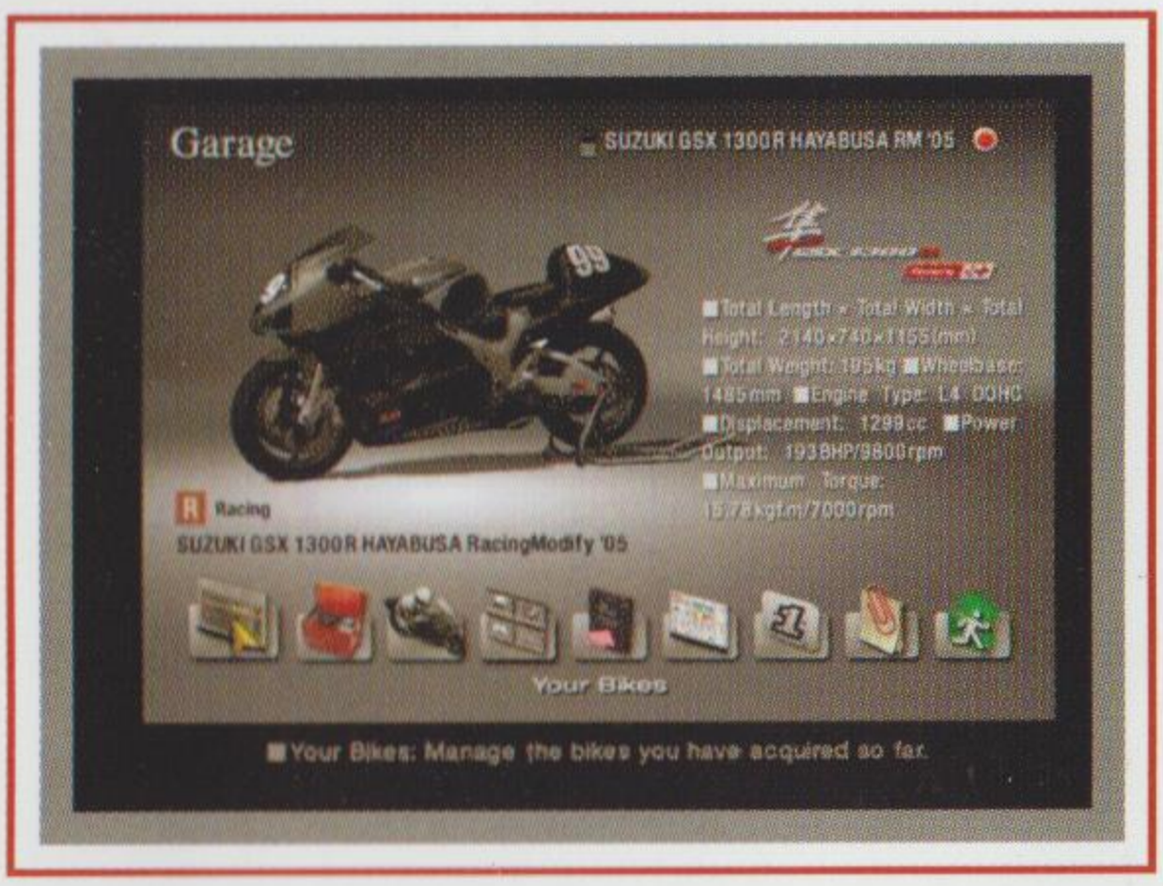
5. Taking photographs

Take photographs of the action while replaying rides after races, or by selecting Photo Mode. The "Best Shot" photo function takes photographs automatically.

NOTE: photographs taken can be viewed via the Photo Album, transferred

to a computer using USB Flash Memory, or printed by connecting the console to a printer. To transfer photo data to USB Flash Memory, firmly insert the USB Flash Memory connector into either USB connector on the front of the console.

USING THE GARAGE


Garage
SUZUKI GSX 1300R HAYABUSA RM '05
Racing
SUZUKI GSX 1300R HAYABUSA RacingModify '05
Your Bikes
Your Bikes: Manage the bikes you have acquired so far.

Visit the garage to view a list of the motorcycles in your possession and to make specific changes to your bikes.

Garage	Manage the bikes you have acquired so far
Settings	Change settings for your currently selected motorbike
Riding Form	Customise various aspects of your riding form
Options	Change a variety of settings
Save	Save data to Memory Card
Status	Check your awards and progress
Change Number	Change the number on your bike
Bike Details	View a description of your present motorcycle
Exit	Return to the previous screen

SETTINGS

Save up to three different groups of settings for each bike. Change a group of settings by selecting Set A, Set B or Set C at the top of screen and then selecting Edit. For information on individual settings, see the Help Messages at the bottom of the screen.

Suspension	Change the front and rear suspension settings
Brakes	Change the front and rear brake balance
Tyre	Change the tyre type. In Tourist Trophy Mode, each race starts with a new set of tyres
Exhaust	Change the exhaust type
Drivetrain	Change the gear ratio of each gear for bikes with Manual Transmission, or the settings of the weight roller on automatic motorcycles

RIDING FORM

Four groups of riding form settings can be saved as Form A, Form B, Form C and Motard. The following settings for each riding form can be adjusted: Head Roll Angle, Head Pitch Angle, Torso Roll Angle, Torso Yaw Angle, Body Lead Angle, Body Lean (Full Bank), Rider's Arm Angle, Seat Position (Forward/Back), Lateral Slide, Vertical Slide, Leg Angle and Body Lean (Upright)

NOTE: the settings can be reset to their preset values by selecting Neutral, Lean In, Lean Out or Motard from the list at the bottom of the screen.

PHOTO MODE

After selecting Photo Mode, the Slide Show currently in the Photo Album will be played, and the following options will be available:

Photo Album	View, print and manage your stored photographs
Photo Ride	Go on a photo ride, and take photos after completion
Load Replay	Take photographs while replaying saved rides

TAKING PICTURES

There are two ways to take photographs:

1. Go on a photo ride

First, select Photo Ride and head out onto the track. Replay the ride from the Race Menu displayed after the ride, and take photographs during the replay.

2. Use a saved replay file

Select Replay Theatre from the Main Menu or Load Replay from the Photo Mode Menu to replay the desired ride and then take photographs during the replay.

BEST SHOT PHOTO FUNCTION

By selecting Best Shot Photo from the Race Menu, via the Replay Theatre or through the Load Replay option on the Photo Mode Menu, photographs of the replay of the last race will be taken automatically. You may then choose the photos you wish to save in the Photo Album.

PHOTO ALBUM

Select Photo Album to view and manage film files and photo files which are saved to Memory Card. The following items are displayed on the Photo Album screen:

1. Folder
2. Thumbnail
3. Film file/Photo file information
4. Album Data Command
5. Options
6. Exit

Album Data Command

The commands displayed on-screen may include:

Developing	Convert a Film file into a Photo file
Previewing	View selected Photo file or Slide Show
Add to Slide Show	Add selected Photo file (multiple selections allowed) to Slide Show list
Print	Print all Photo files in the print list
Add to print list	Add selected Photo file (multiple selections allowed) to the print list
Transfer to USB Flash Memory	Save selected Photo file (multiple selections allowed) to USB Flash Memory
Delete	Delete selected file (multiple selections allowed) from Memory Card, Slide Show list, or print list
Rename	Rename the selected file

FOLDERS

The following folders will be displayed on the left-hand side of the Photo Album screen. Select a folder to manage corresponding files on the right-hand side of the screen.

Film Manage Film files

Photo Manage Photo files created from Film files

Slide Show The Slide Show List is a list of photographs to be shown in succession, in the order they are listed. Select a Photo file and add it to your Slide Show. A copy of that Photo file called an "Alias" will be added to the Slide Show List. Select each "Alias" and move it to the desired position to determine the order of the Slide Show. The file in the Slide Show List is a copy. Even if it is deleted from the Slide Show List, it will still remain as a Photo file saved to Memory Card. To delete a Photo file, select the file from the Photo folder and then select "delete". Photo files deleted from Memory Card will be deleted automatically from the Slide Show List

Print The Print List is the list of photographs to be printed by a compatible printer connected to the console. The Print List will manage the copies of the Photo files (or "Aliases"), but it can not be saved to Memory Card

PRINTING PHOTOS

Select the Photo folder and add the photograph to be printed to the Print List. Select the Print folder followed by Print from the Album Data Command on the right-hand side of the screen. Print all of the photographs on the Print List by selecting the paper size, paper quality and number of prints, and turn the borders on or off.

CONTRIBUTING TO THE PHOTO GALLERY

The Photo Gallery will be open for viewing for a limited time only and is subject to removal without prior notice. To upload your photos to the Photo Gallery, follow the instructions outlined on TouristTrophy.com.

PHOTO RIDE

RIDE THE COURSE

Select Photo Ride from the Photo Mode Menu and head out onto the circuit. Press the ▶ START button to end the Photo Ride.

REPLAY THE RIDE

Select Replay from the Race Menu to replay the ride. When the replay reaches a place or image that you wish to photograph, press the ■ SELECT button to proceed to the shooting screen.

TAKE A PHOTOGRAPH AND SAVE

On the shooting screen, select a camera and camera angle, and press the ▶ START button to save the photograph to Memory Card. Saved photographs can be managed in the Photo Album.

SHOOTING SCREEN CONTROLS

⬆/⬇ directional buttons	Vertical camera movement (used only with certain cameras)
⬅/➡ directional buttons	Change camera
left analog stick	Camera direction
right analog stick ⬆/⬇	Camera zoom
right analog stick ⬅/➡	Sway of camera
L1 button + ⬆/⬇	Exposure compensation
L2 button + ⬆/⬇	White balance
R1 button + ⬆/⬇	Aperture
R2 button + ⬆/⬇	Shutter speed
○ button	Vertical/horizontal angle
✕ button	Shutter release
△ button	Change colour filter
□ button	Confirm focus
SELECT button	Return to normal replay

BASIC SHOOTING KNOWLEDGE

Framing

Camera position, vertical or horizontal angle of the camera and zoom will determine the area captured in the photograph.

Exposure

Exposure is the amount of light projected onto the film. It determines the brightness of a photograph. To make a photograph brighter, either open the aperture for more light, or set a longer shutter speed so that the film's exposure to light is longer. You can also change exposure by altering exposure compensation.

Depth of field

The depth of field is the range of the photograph that is in focus. When the depth of field is deep, a wider range will be in focus, and when the depth of field is shallow, only a narrow range will be in focus.

The basic relationship between each factor is as follows:

Depth of field	Shallow	Deep
Camera-to-subject distance	Near	Far
Zoom	Telephoto	Wide-angle
Aperture	Open	Top-down

THE REPLAY THEATRE

Use the Replay Theatre to play and manage replays and Play Lists which are saved to Memory Card. Photographs can also be taken during replays. The following items will be displayed on the Replay Theatre Screen:

1. Folder
2. Thumbnail
3. Replay data information
4. Replay data commands
5. Options
6. Exit

Replay data commands

The commands displayed on-screen may include the following:

Replay	Play selected replay data or Play List
Best shot photo	Take photographs automatically from the selected replay file
Add to Play List	Add the selected replay file to Play List (multiple selections allowed)
Delete	Delete the selected replay file (multiple selections allowed) from Memory Card or Play List
Rename	Rename the selected file
Save to USB Flash Memory	Save selected replay data to USB Flash Memory
Load from USB Flash Memory	Load replay data from USB Flash Memory
Change replay order	Switch between standard and shuffle play of Play List

REPLAY THEATRE FOLDER

Demo	Manipulate demonstration replays
Replay	Manipulate saved replay data
Play List	Create a play list for playing several replays in succession

REPLAY

When the SELECT button is pressed during a replay, the shooting screen will be displayed, enabling you to take photographs.

↑/↓	Select a bike to focus on
L3 button	Fast forward
SELECT button	Shooting screen
START button	Stop/pause

PLAY LIST

A Play List is a list of replays to be shown in succession in the order they are listed. When a Play List is stored on a Memory Card inserted into MEMORY CARD slot 1, it will be played on the Main Menu.

Select replay data and add it to the Play List. A copy of that replay data, called an "Alias", will be added to the Play List. Select each "Alias" and move it to the desired position to determine the replay order. The file in the Play List is a copy. Even if it is deleted from the Play List, it will still remain as a replay file saved on the Memory Card. To delete a replay file, first select the Replay folder. Replay files deleted from Memory Card will be deleted automatically from the Play List.

TYPES OF REPLAY FILES

FULL (FULL LAP REPLAY)

A Replay file in which races, time trials and licence tests are saved from beginning to end. The file may be cut short if it exceeds a certain length.

BEST (BEST LAP REPLAY)

A Replay file in which only the best lap time for each race, time trial, or licence test is recorded.

MUSIC THEATRE

Access the Music Theatre from the Main Menu to listen to background music and select music for use in replays and Slide Shows.

OPTIONS MENU

Race

Select a default transmission type and which items will be displayed during the race.

Replay

Select the style of replay or replay file source.

Screen

Select the screen size, display position and video output mode.

Picture Quality

Adjust the screen brightness and contrast.

Sound

Choose the volume of the music and sound effects, and select the audio output mode.

Arcade

Number of laps	Adjust the number of laps in the race
Tyre wear	Toggle the tyre wear on or off
Penalty	Adjust the penalty for contact with barriers or other bikes
Time limit	Alter the race's time limit

2 Player Split-Screen

Number of laps	Adjust the number of laps in the race
Tyre wear	Toggle the tyre wear on or off

Handicap	Adjust the starting positions to determine each bike's handicap
Boost	Adjust the catch-up settings for trailing bikes

Controllers

Select the control mode and toggle the vibration function of the Analog Controller (DUALSHOCK®2) on or off. When Pro mode is set to Pro, the rider's upper body position (upright/crouched) can be manually controlled, and the rear and front brakes can be operated individually.

Controller button config (1P)

Reconfigure the control configuration for player 1.

Controller button config (2P)

Reconfigure the control configuration for player 2.

Photo Lab

Adjust various photo settings, including shutter noise, picture quality when saving, Slide Show effects, and the sources for Film files and Photo files.

Misc

Change various settings for the opening movie and auto save feature.

Units

Set the units of measurement used for speed, power and torque.

Language

Choose an alternative language.

SAVING AND LOADING PROGRESS

AUTO SAVE

Your progress will be overwritten automatically in the save file on the Memory Card in MEMORY CARD slot 1. The Memory Card to be used

for auto saving must be inserted into MEMORY CARD slot 1 before the start of the game and must not be removed or reinserted during play. The timing of the Auto save feature can be adjusted by selecting Misc from the Options Menu.

AUTO LOAD

Game files saved to a Memory Card in MEMORY CARD slot 1 will be loaded automatically when Tourist Trophy Mode is selected from the Main Menu.

TYPES OF SAVE FILES

GAME FILE

More than 1476KB

A save file that records your progress in Tourist Trophy Mode and your personalised options settings.

REPLAY FILE

Approximately 20-200KB

A save file that saves race data. The amount of free space required will differ according to specific circumstances.

PLAY LIST

More than 28KB

A save file for a Play List which plays several replays in order. Only one Play List can be saved per Memory Card.

FILM FILE

Around 20-80KB

A save file that records the status of photographs taken. The amount of free space required will differ according to specific circumstances of the shooting.

PHOTO FILE

Around 50-500KB

A save file for photographs created from a Film file. The amount of free space required will vary depending on individual photographs and other settings.

SLIDE SHOW LIST

More than 27KB

A save file for a list which determines the viewing order for several photographs in succession. Only one Slide Show List can be saved per Memory Card.

USING ADDITIONAL ACCESSORIES

COMPATIBLE COLOUR PRINTER

A compatible colour printer enables users to print **Tourist Trophy™ - the Real Riding Simulator** photographs from the Photo Album of Tourist Trophy Mode. Before printing photos, carefully read the instruction manual included with the printer, together with the following instructions. Please note that information on compatible models will be posted online for a limited time only and is subject to removal without prior notice.

Connect only one compatible colour printer at a time directly to either USB connector of your console. USB hubs cannot be used.

Before printing, turn on the compatible colour printer and make the proper adjustments to the ink and paper supplies.

Use of printed photographs for commercial purposes is prohibited (selling, publishing, transmitting, uploading) without the explicit prior consent of Sony Computer Entertainment Inc.

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COMPATIBLE USB FLASH MEMORY

A compatible USB Flash Memory device enables users to save photographs taken in Photo Mode and also replay files.

Before using USB Flash Memory, carefully read the instruction manual included with the compatible USB Flash Memory device, together with the following instructions. Please note that information on compatible devices will be posted online for a limited time only and is subject to removal without prior notice.

Connect only one compatible USB Flash Memory device at a time directly to either USB connector of your console. USB hubs cannot be used.

Photographs saved to USB Flash Memory cannot be viewed in **Tourist Trophy™ - the Real Riding Simulator**. Use a device that is compatible with the saved image format.

Replay files saved to USB Flash Memory can be used as normal replay files if they are first loaded in the Replay Theatre.

The photographs will be saved to USB Flash Memory as images in JPEG format (RGB). The saved images may not be viewable under certain conditions.

The number of pixels of the saved images in USB Flash Memory is 1280x960. The number of pixels and vertical/horizontal position of each image depends on the vertical/horizontal position settings at the time of shooting.

Files in USB Flash Memory cannot be deleted in **Tourist Trophy™ - the Real Riding Simulator**. When there is insufficient space, delete files using a computer or other appropriate device.

Use of the photographs or replay data saved to USB Flash Memory for commercial purposes is prohibited (selling, publishing, transmitting, uploading) without the explicit prior consent of Sony Computer Entertainment Inc.

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CREDITS

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MUSIC CREDITS

Hystereo 'Corporate Crimewave' Music by Jack Byrne Murphy & Conor Murphy © 2005, SPG Publishing UK Ltd, EMI Music Publishing Ltd, London WC2H 0QY The Infadels 'Jagger '67 (Eraserhead Mix)' Jagger '67 written by Infadels. Orgasm & backing vocals by Lucy 9mm. Produced by Jagz Kooner. Recorded & Mixed by Jon Gray. Remixed by Eraserhead. Live bass by Totorhead. Published by Wall Of Sound/Sony/ATV Music Publishing. P & C 2005 PIAS/Wall Of Sound. For further information & licensing contact: PIAS/Wall of Sound, 338a Ladbroke Grove, London W10 5AH. info@piaswos.com wallofsound.net pias.com/uk infadels.co.uk VITALIC 'La Rock 01' 5'25 All tracks written and produced by Vitalic – Pascal Arbez-Nicolas. Lyrics written and interpreted by Pascal Arbez-Nicolas. Recorded somewhere near Dijon (France) – spring 2003 / autumn 2004. Re-worked at ICP in Brussels with Shelle. Mastered by Nilesh @ The Exchange. Different Recordings Published by International Deejay Gigolo Records and Publishing / Sub-Up-Records Musikverlag (p) 2005 Citizen Records © 2005 Different / Play It Again Sam [PIAS] Taken from the "OK COWBOY" album BE-P01-04-00184 VITALIC 'Poney Part I' 5'22 All tracks written and produced by Vitalic – Pascal Arbez-Nicolas. Lyrics written and interpreted by Pascal Arbez-Nicolas. Recorded somewhere near Dijon (France) – spring 2003 / autumn 2004. Re-worked at ICP in Brussels with Shelle. Mastered by Nilesh @ The Exchange. Different Recordings Published by Gigolo Editions (p) 2005 Citizen Records © 2005 Different / Play It Again Sam [PIAS] Taken from the "OK COWBOY" album BE-P01-04-00181 VITALIC 'Poney Part II' 5'12 All tracks written and produced by Vitalic – Pascal Arbez-Nicolas. Lyrics written and interpreted by Pascal Arbez-Nicolas. Recorded somewhere near Dijon (France) – spring 2003 / autumn 2004. Re-worked at ICP in Brussels with Shelle. Mastered by Nilesh @ The Exchange. Different Recordings Published by Gigolo Editions (p) 2005 Citizen Records © 2005 Different / Play It Again Sam [PIAS] Taken from the "OK COWBOY" album BE-P01-04-00187

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